

Accelerating  
Understanding  
Summit 2016

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## Moving from compute-centric to data-centric and network-centric – the implications for HPC

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# HPC: data centric or compute centric?

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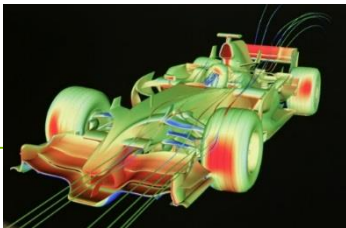
# HPC Is Transforming

## Traditional High Performance Computing

Computationally-intensive modeling & simulation applications by scientists, engineers and others

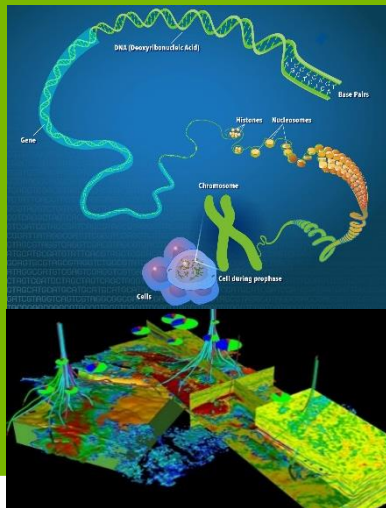
### Traditional modeling and simulation applications:

- Computer-aided design and manufacturing (CAD/CAM/CAE)
- Weather forecasting
- Oil Exploration



## Data-centric HPC applications

- Genomics
- Seismic analysis
- Signal processing



## High Performance Data Analytics (HPDA)

Using HPC technologies to analyze big data for rapid insights, real time results and predictive analytics

### New HPDA applications:

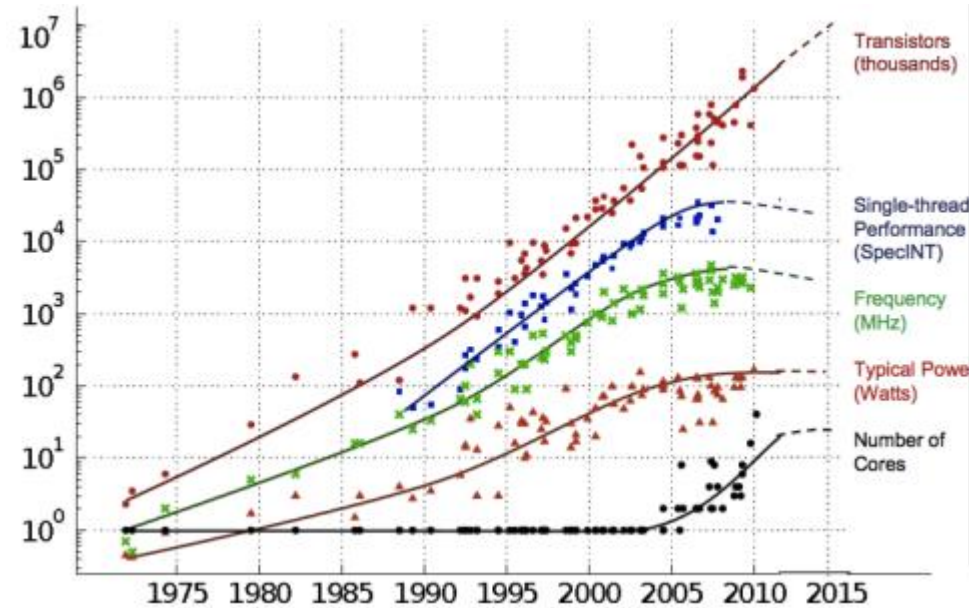
- Personalized medicine
- Fraud detection
- Marketing



# Moore's Law

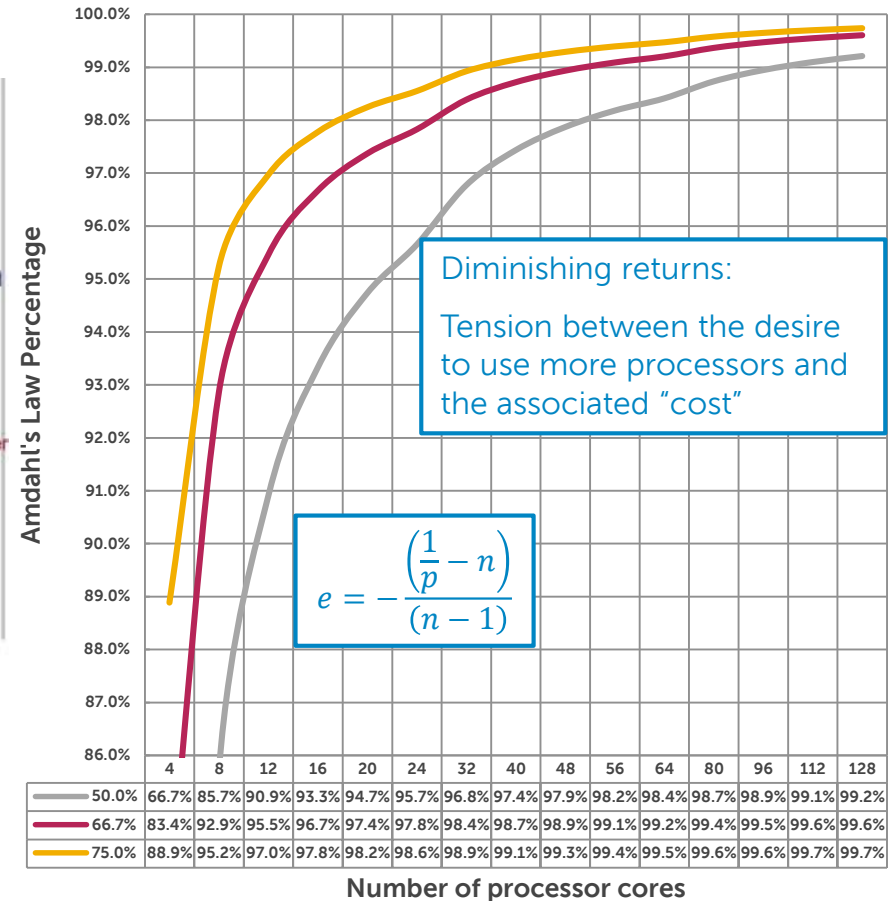
vs.

# Amdahl's Law



Chuck Moore, "DATA PROCESSING IN EXASCALE-CLASS COMPUTER SYSTEMS", The Salishan Conference on High Speed Computing, 2011

- The clock speed plateau
- The power ceiling
- IPC limit



- Industry is applying Moore's Law by adding more cores
- Meanwhile Amdahl's Law says that you cannot use them all efficiently



# Moore's Law vs Amdahl's Law - "too Many Cooks in the Kitchen"

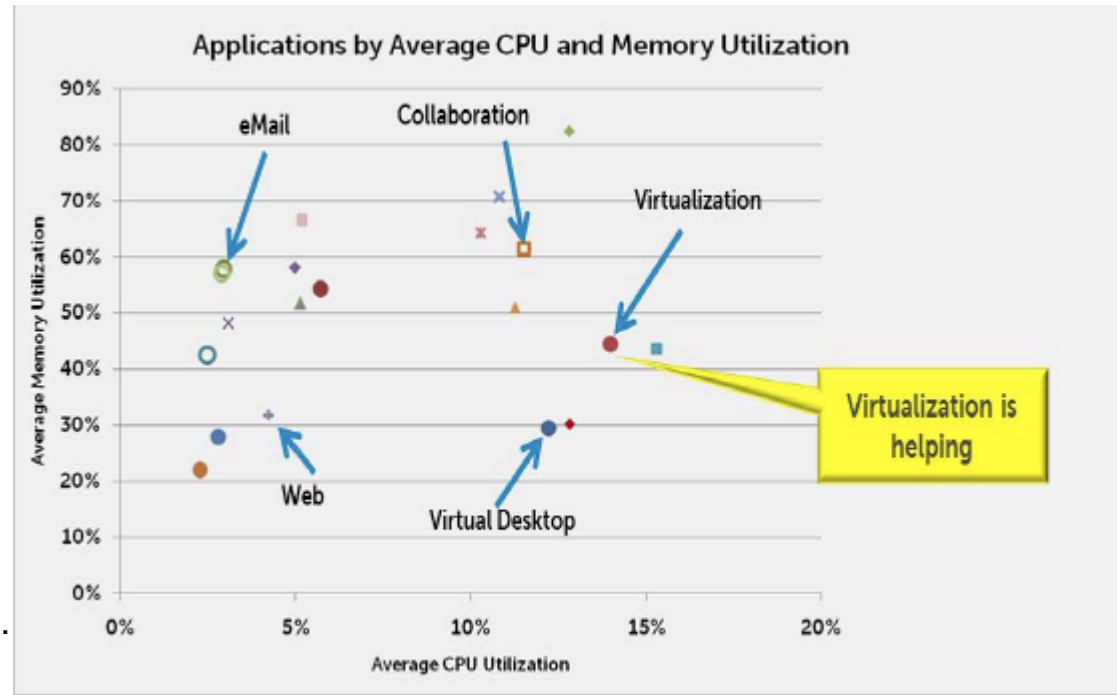


Industry is applying Moore's Law by adding more cores

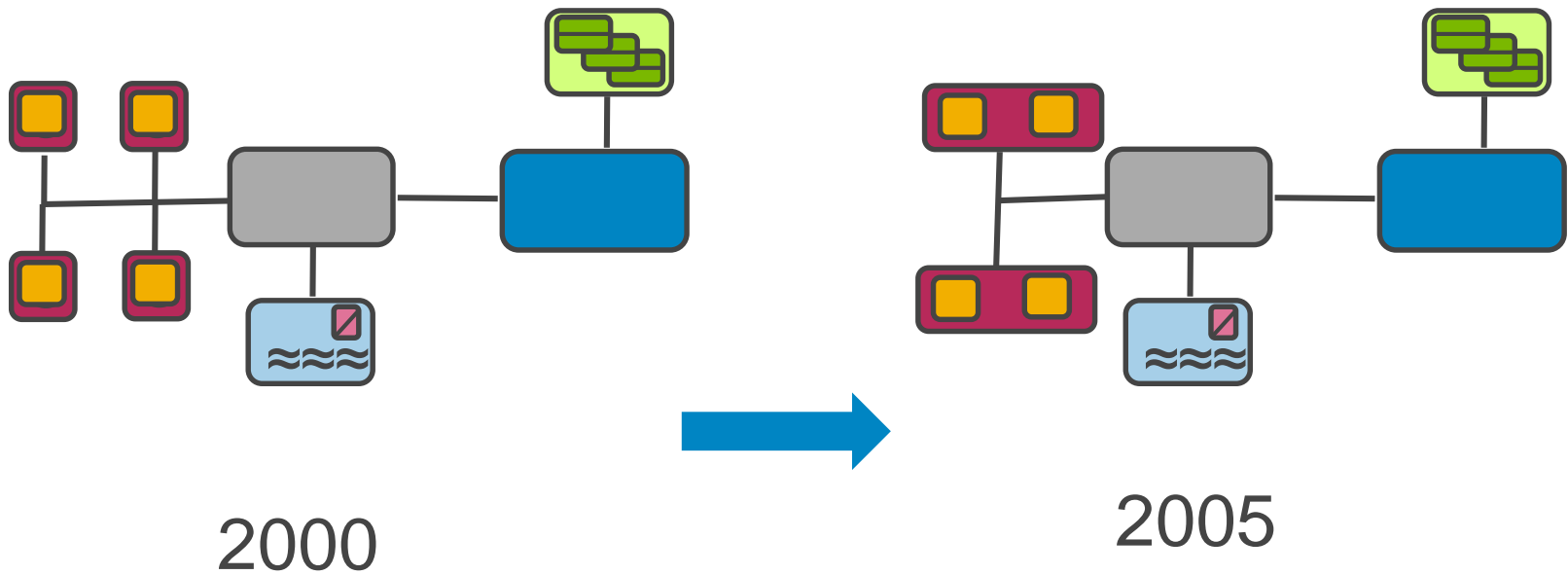
Meanwhile Amdahl's Law says that you cannot use them all efficiently

# Meanwhile... traditional IT is swimming in performance

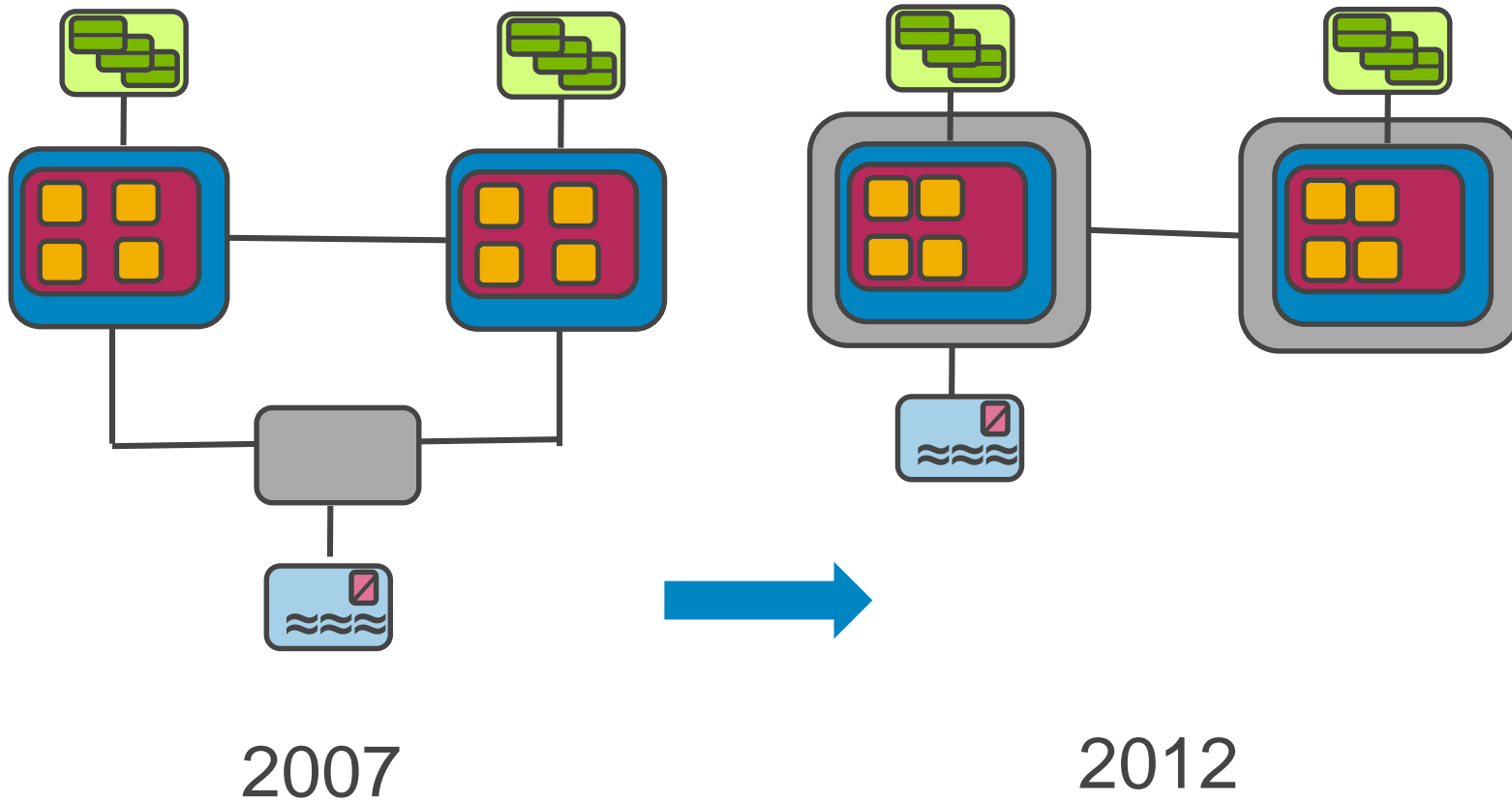
- Traditional IT server utilization rates remain low
- New  $\mu$ Servers are emerging, x86 and ARM
- Further movement from 4->2->1 socket systems as their capabilities expand
- What to do with all the capacity?
- Software defined everything.....



# System trend over the years (1)

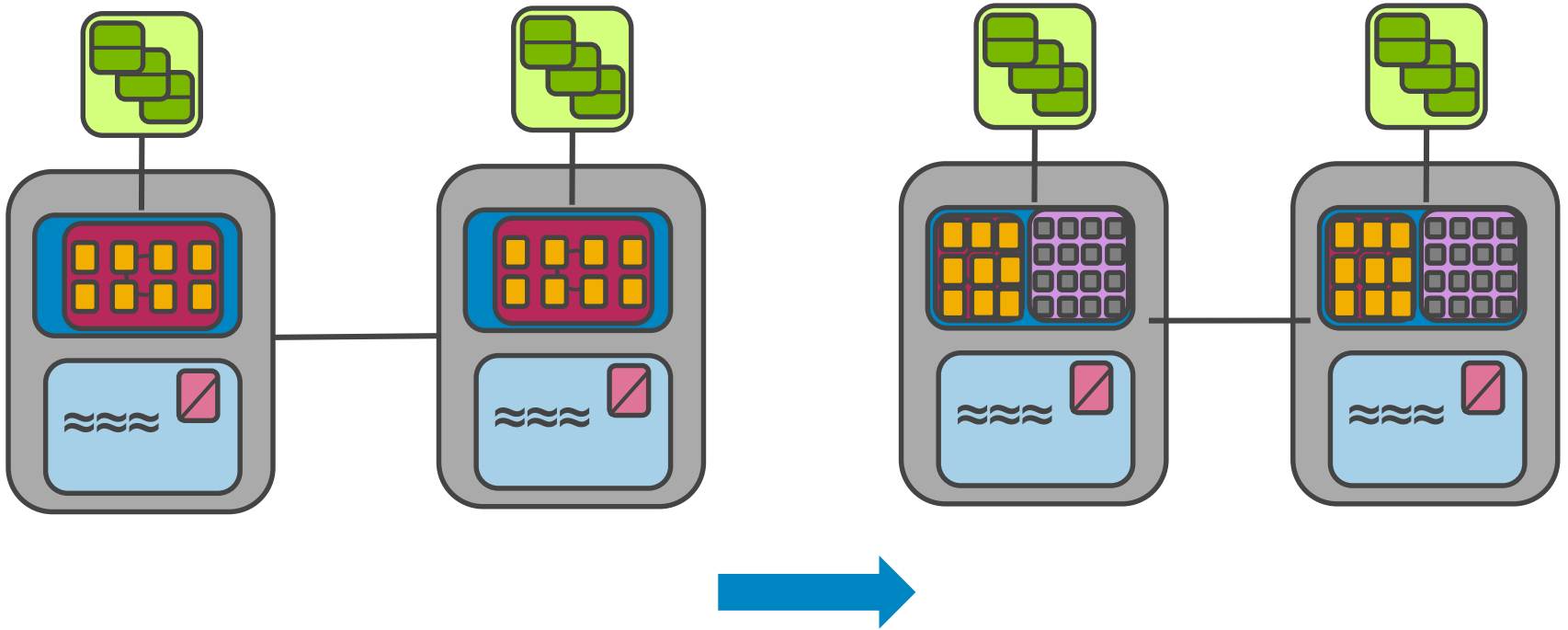


# System trend over the years (2)





# The future



System design is being inverted from compute centric to network centric

# What levels do we have\*?

- Challenge: Sustain performance trajectory without massive increases in cost, power, real estate, and unreliability
- Solutions: No single answer, must **intelligently turn** “Architectural Knobs”

$$\begin{array}{cccccc} \textcircled{1} & \textcircled{2} & \textcircled{3} & \textcircled{4} & \textcircled{5} & \\ \underbrace{(Freq) \times \left(\frac{cores}{socket}\right) \times (\#sockets)}_{\text{Hardware performance}} & \times & \underbrace{\left(\frac{inst\ or\ ops}{core \times clock}\right)}_{\text{What you really get}} & \times & \underbrace{(Efficiency)}_{\text{Software performance}} & \end{array}$$

Hardware performance

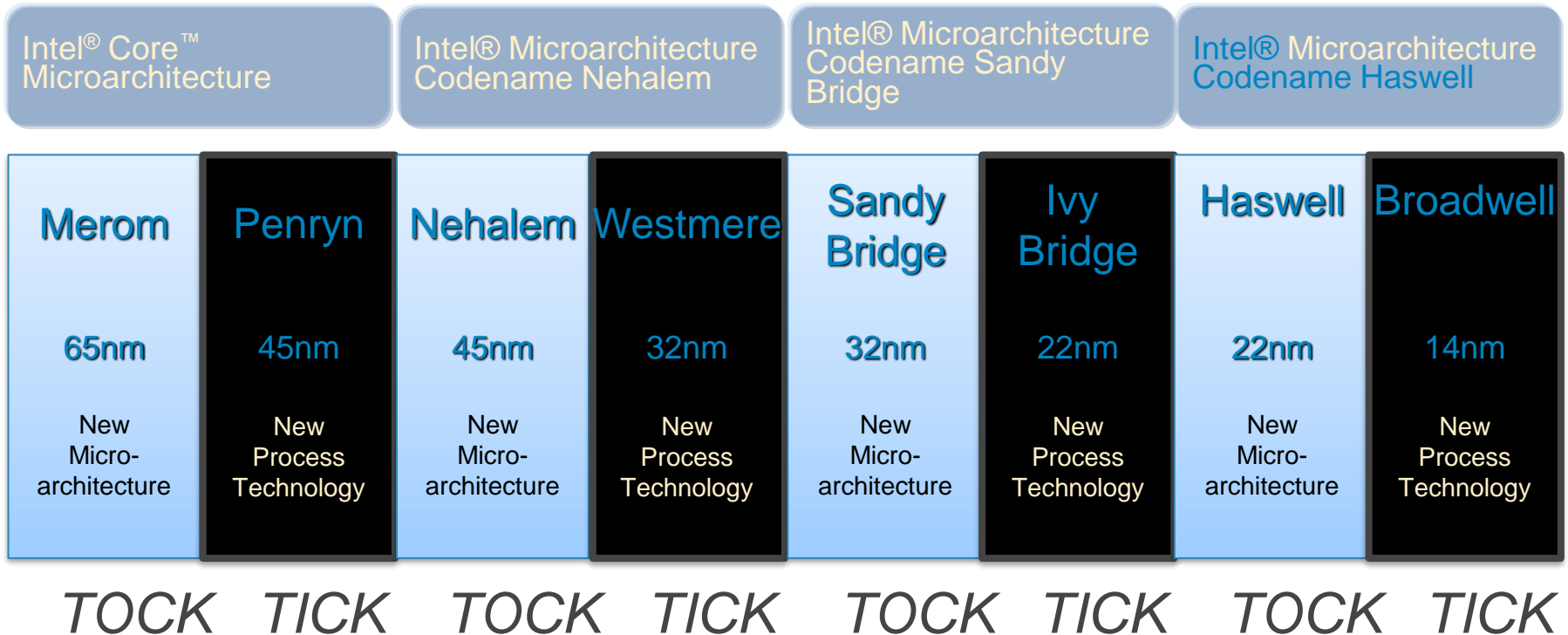
What you really get

Software performance

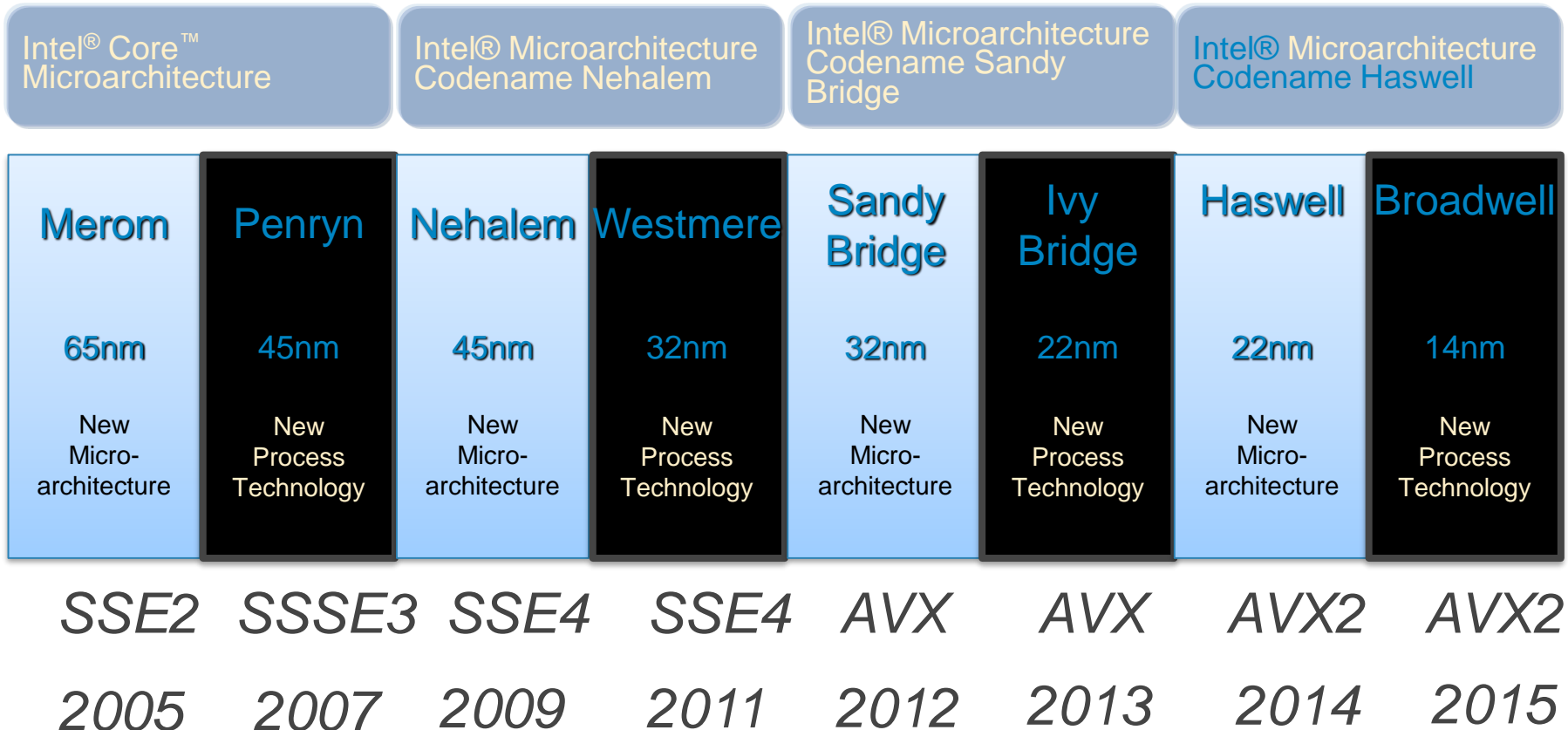
\*Slide previously from Robert Hormuth



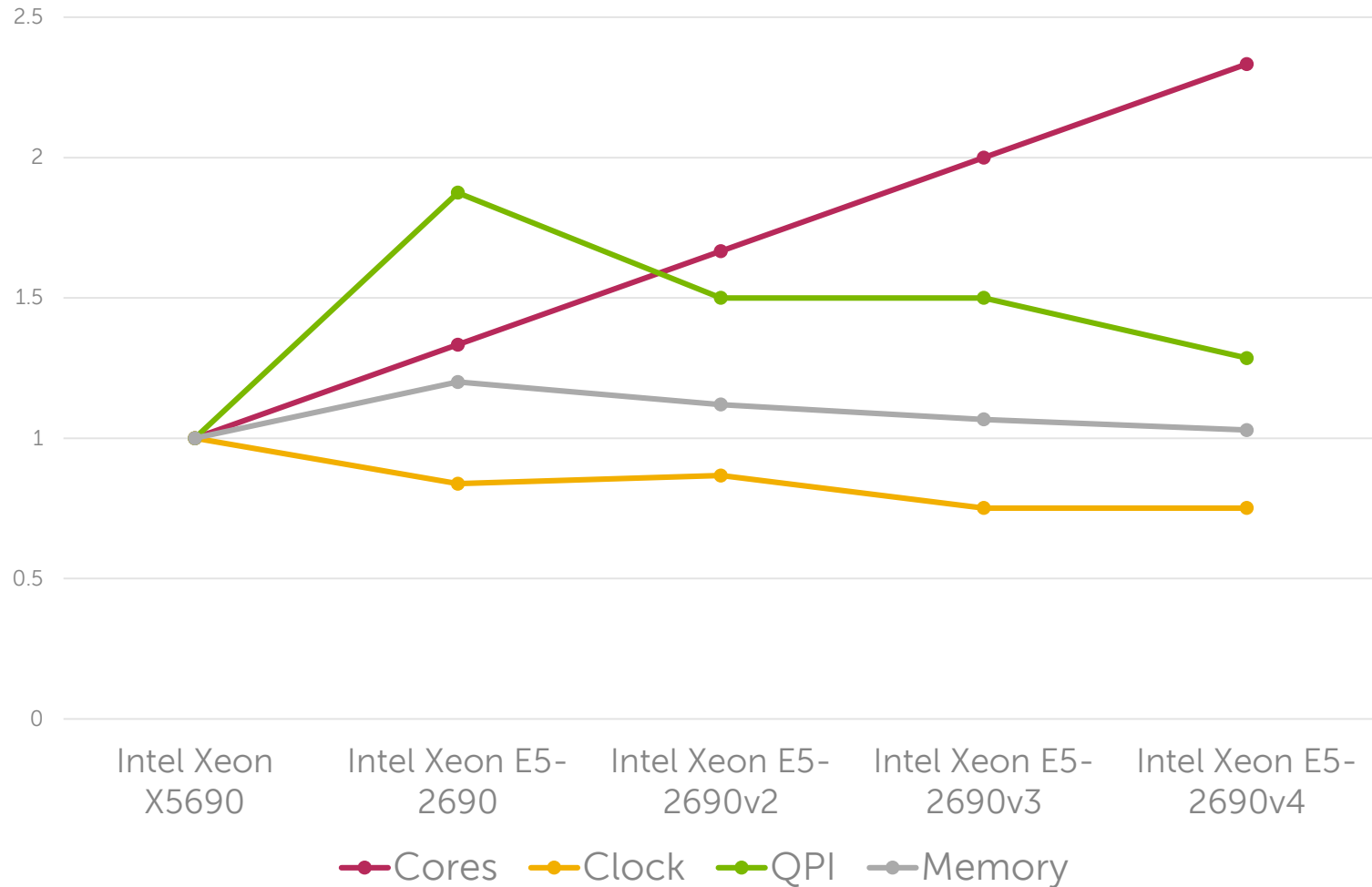
# What is Intel telling us?



# New capabilities according to Intel



# Meanwhile the bandwidth is suffering



# What does Intel do about these trends?

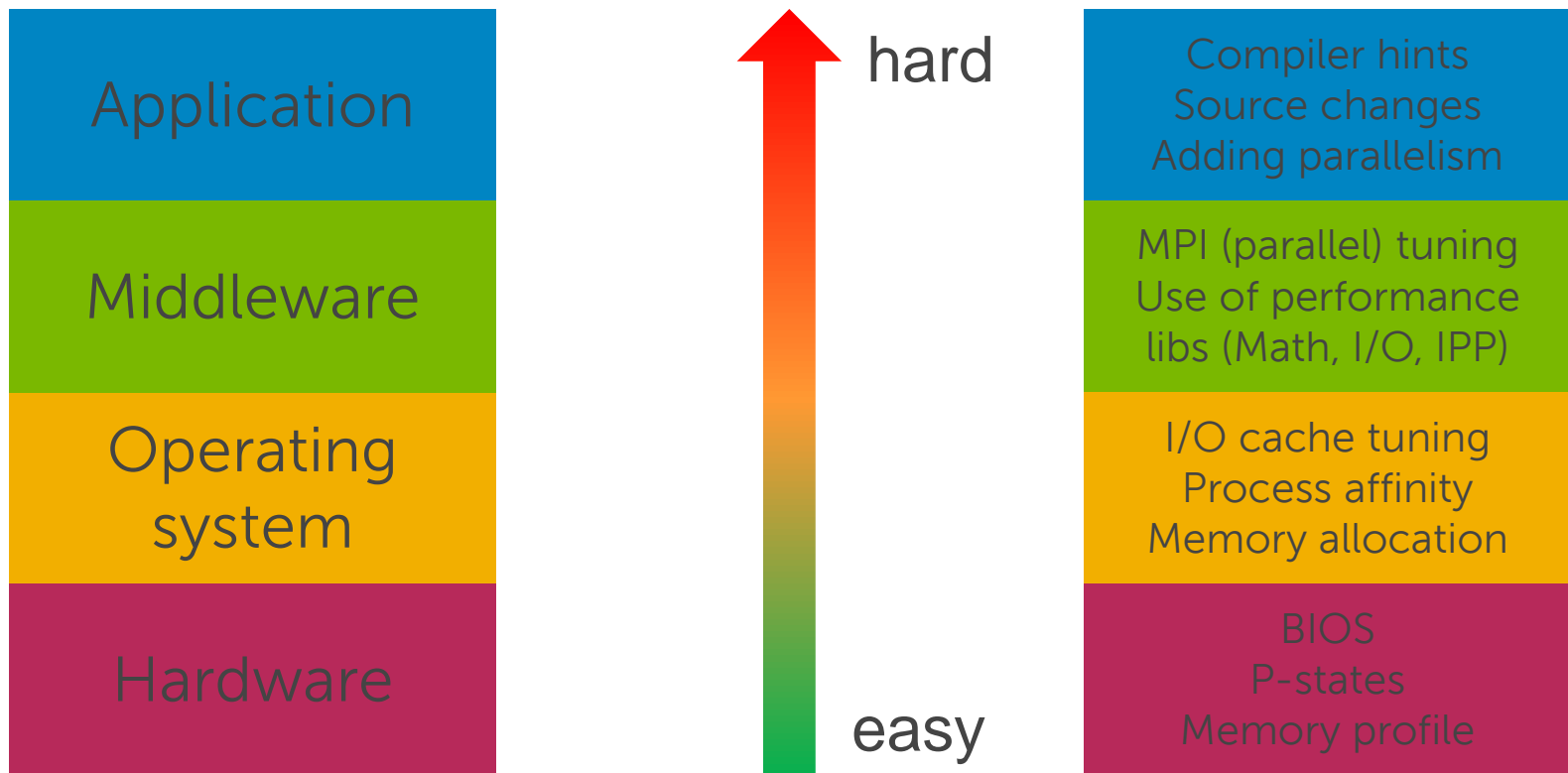
- Providing even more tuning knobs in the hands of the user!

Problem	Westmere	Sandy Bridge	Ivy Bridge	Haswell	Broadwell
QPI bandwidth	No problem	Even better	Two snoop modes	Three snoop modes	Four (!) snoop modes
Memory bandwidth	No problem	Extra memory channel	Larger cache	Extra load/store units	Larger cache
Core frequency	No problem	<ul style="list-style-type: none"> <li>• More cores</li> <li>• AVX</li> <li>• Better Turbo</li> </ul>	<ul style="list-style-type: none"> <li>• Even more cores</li> <li>• Above TDP Turbo</li> </ul>	<ul style="list-style-type: none"> <li>• Still more cores</li> <li>• AVX2</li> <li>• Per-core Turbo</li> </ul>	<ul style="list-style-type: none"> <li>• Again even more cores</li> <li>• optimized FMA</li> <li>• Per-core Turbo based on instruction type</li> </ul>



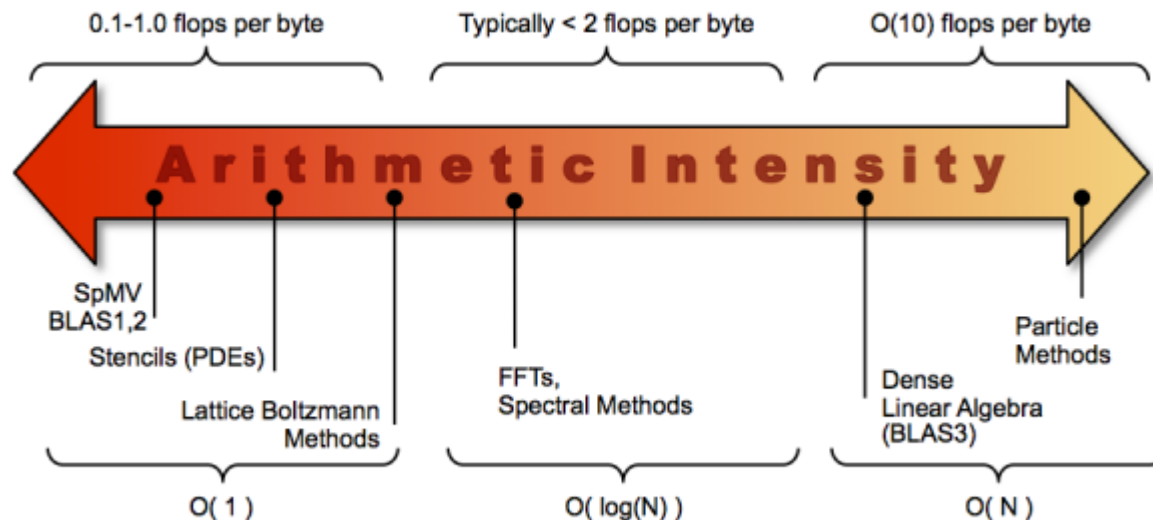
# Tuning knobs for performance

Hardware tuning knobs are limited, but there's far more possible in the software layer



# Predicting performance – the roofline model

- Bound system performance as function of peak performance, maximum bandwidth and arithmetic intensity

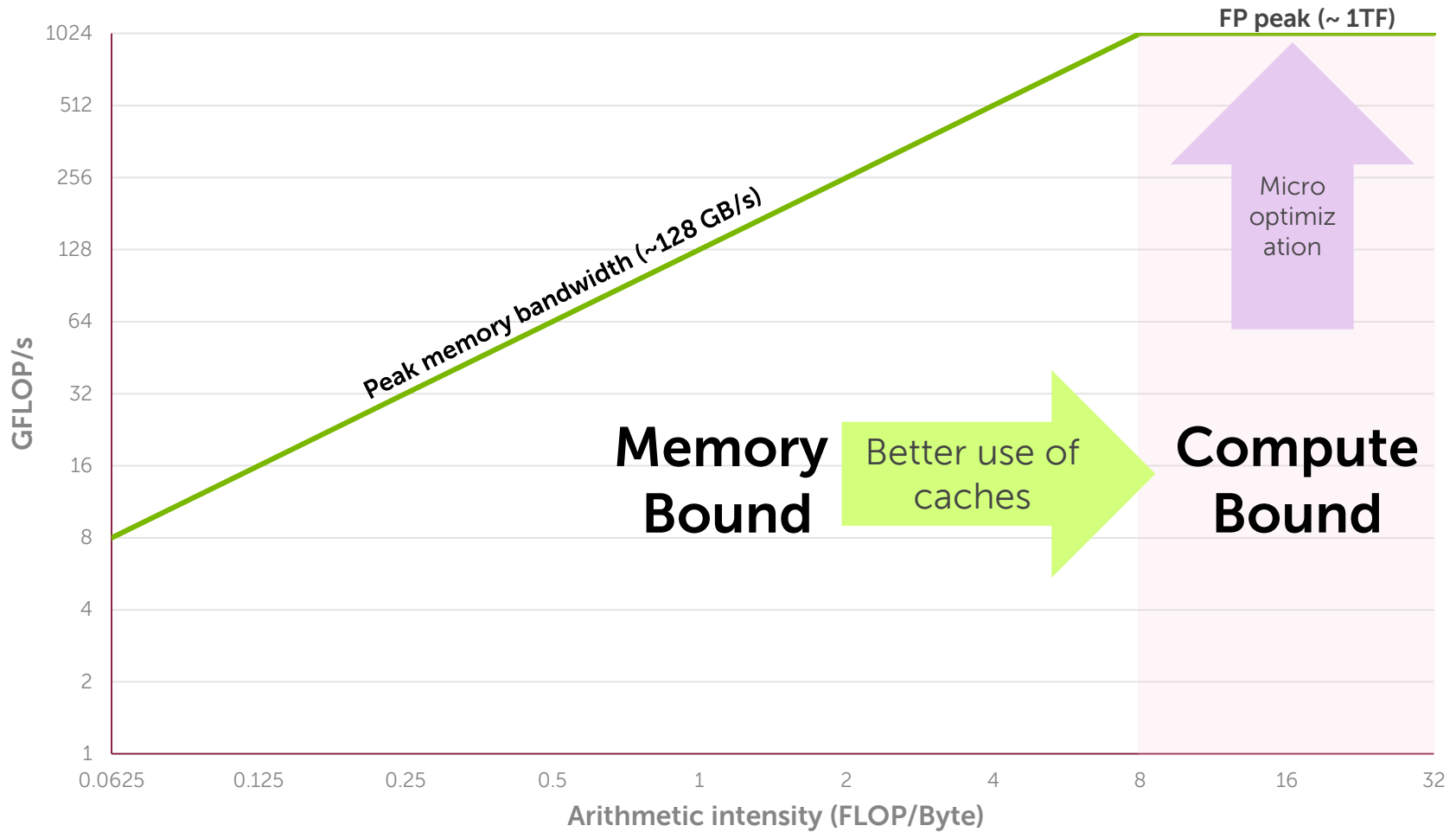


Obtained from: <https://crd.lbl.gov/departments/computer-science/PAR/research/roofline/>

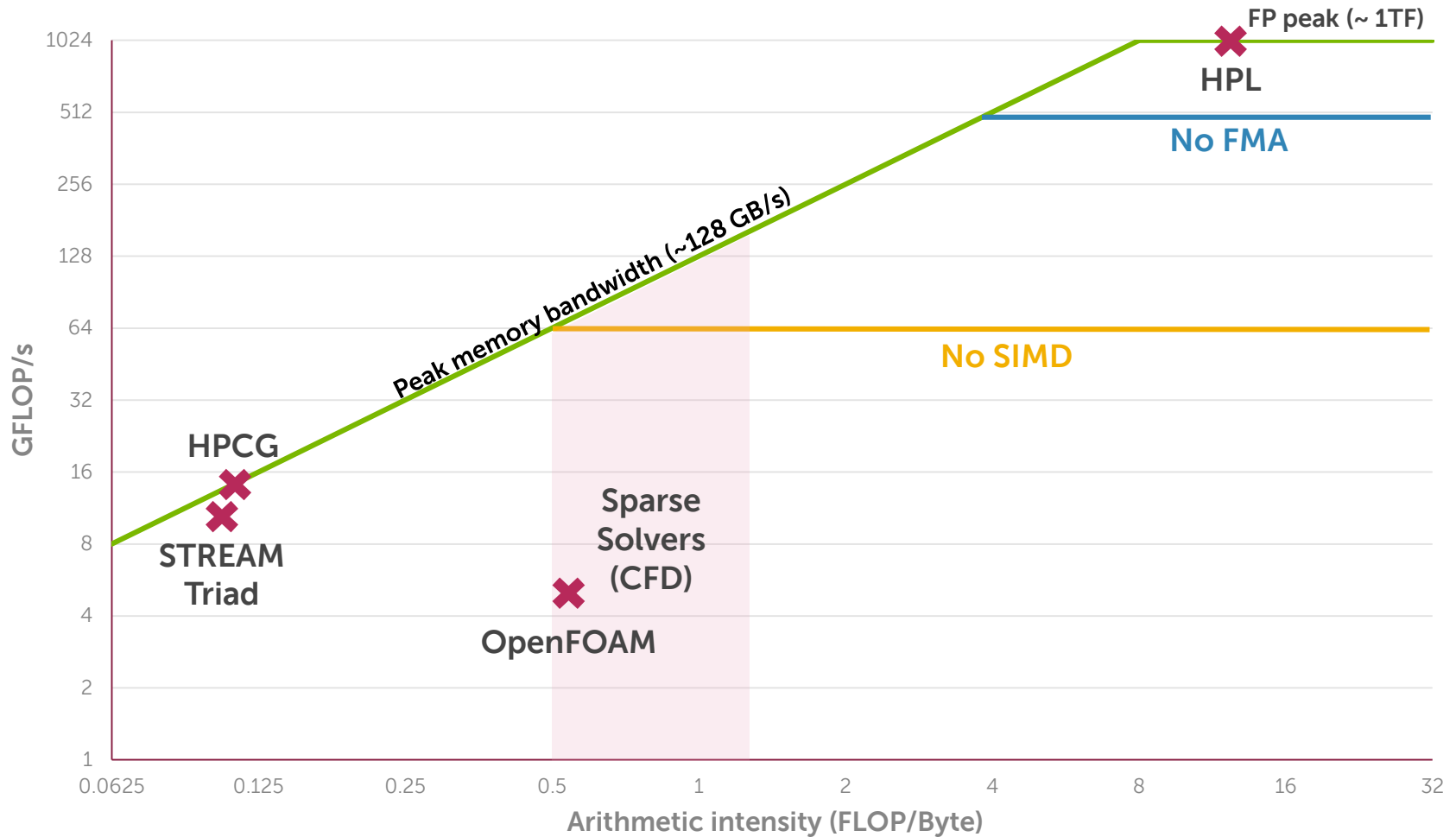




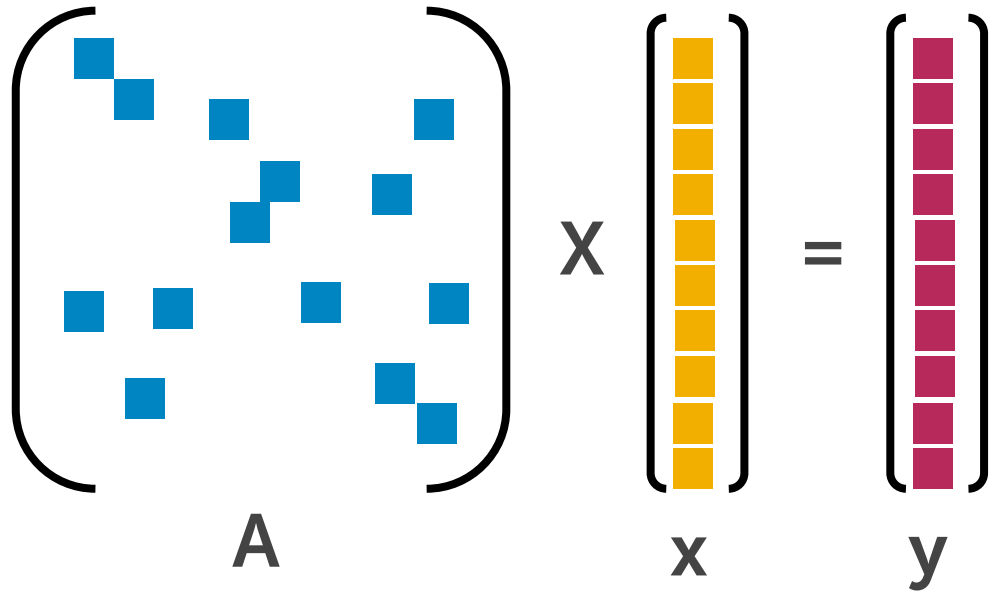
# Roofline model of an E5-2697 v4 processor



# E5-2697 v4 processor data



# Data is becoming sparser (think “Big Data”)



## Sparse Matrix “A”

- Most entries are zero
- Hard to exploit SIMD
- Hard to use caches

- This has very low arithmetic density and hence memory bound
- Common in CSM and CFD

# My data used to be here

```
SELECT country_id, country_name  
FROM countries;  
WHERE region_id = 1;  
ORDER BY country_name;
```

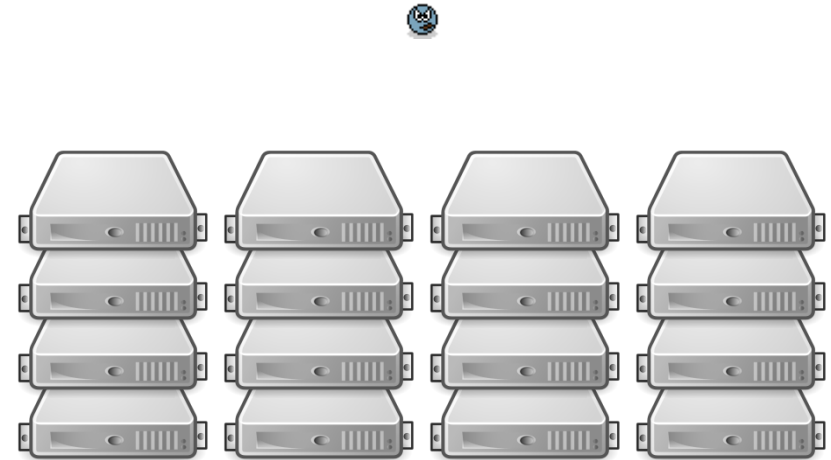
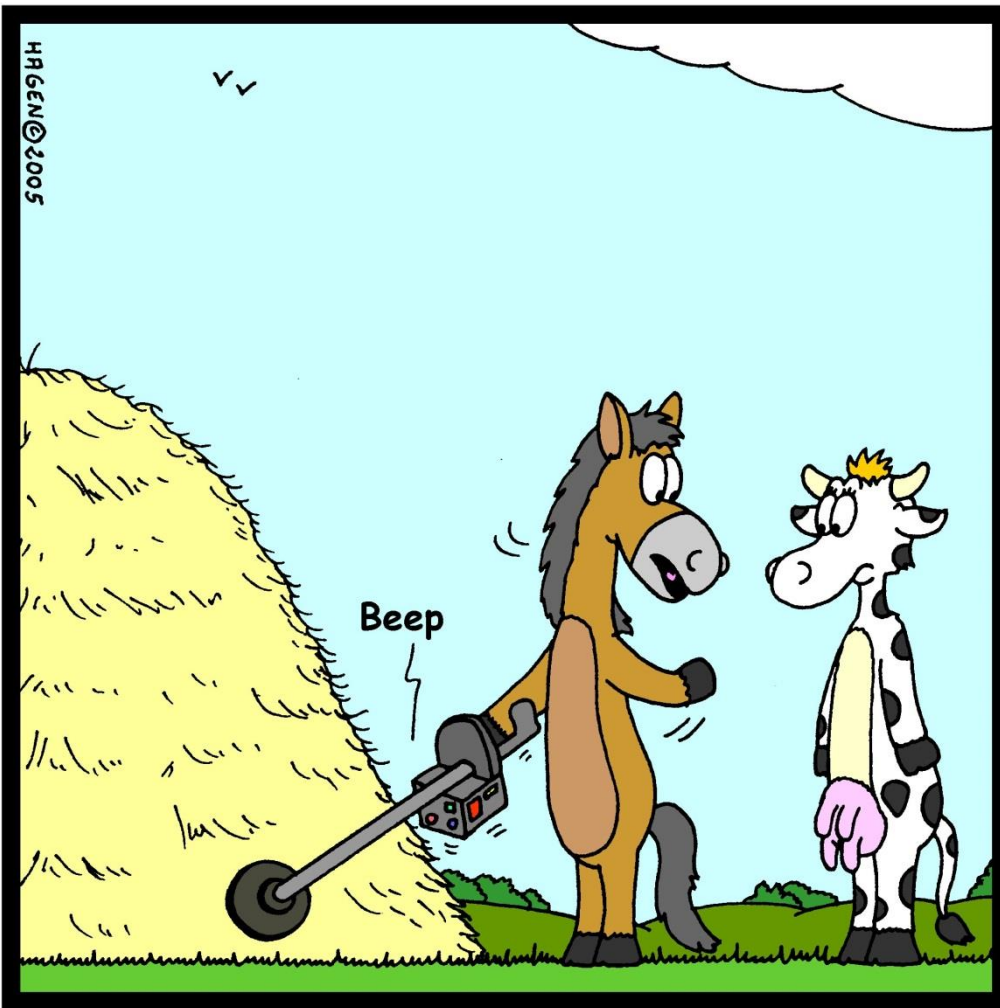


Andorra	Liechtenstein
Austria	Luxembourg
Belgium	Malta
Denmark	Monaco
Finland	Norway
France	Netherlands
Germany	Portugal
Gibraltar	San Marino
Greece	Spain
Iceland	Sweden
Italy	Switzerland
Ireland	United Kingdom

scale vertically – scale up  
(bigger box)



## But now it is here!



scale horizontally – scale-out  
(many small boxes: cluster!)

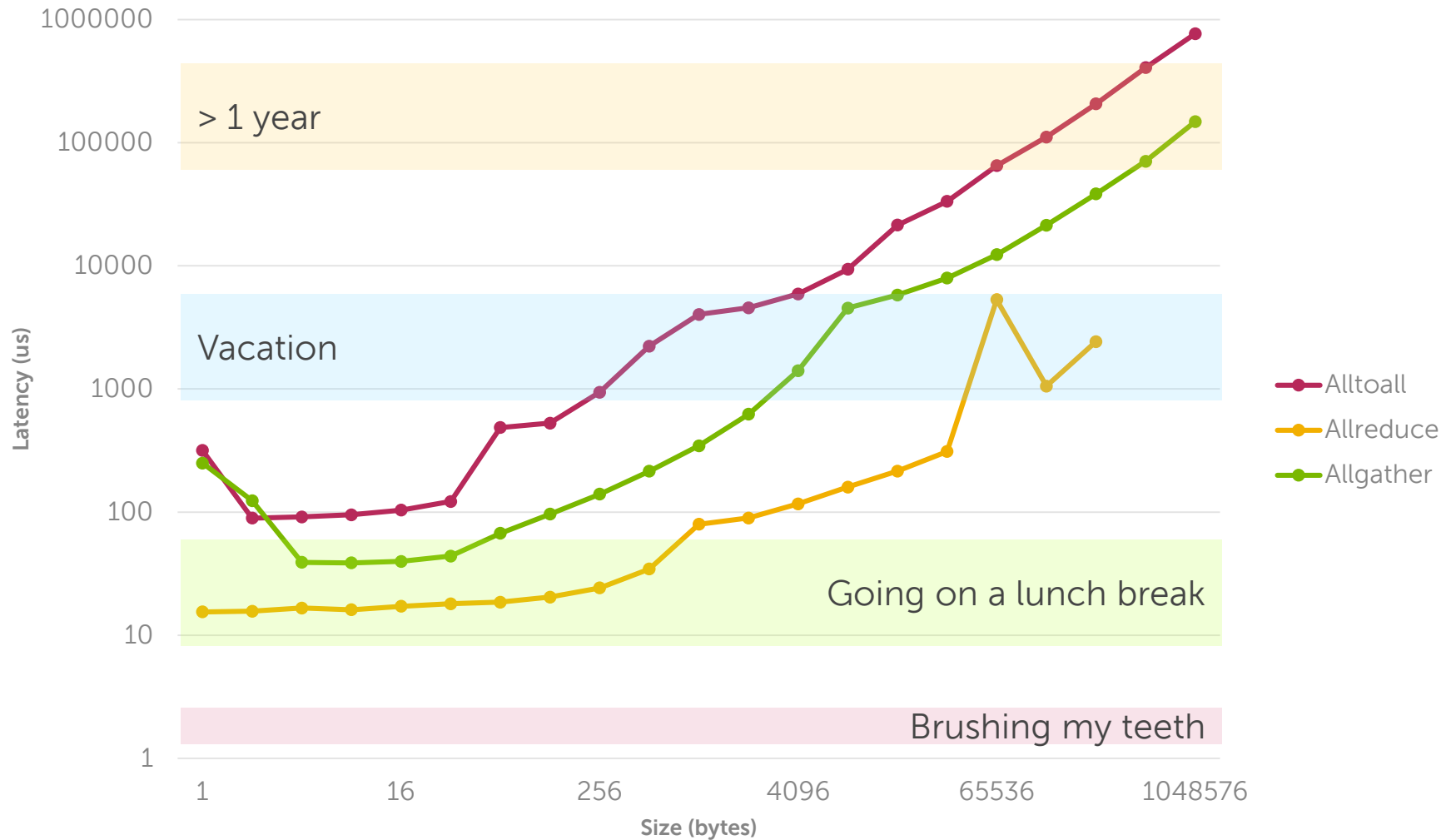
You were right: There's a needle in this haystack...



# My data is somewhere, but how long does it take to get to me?

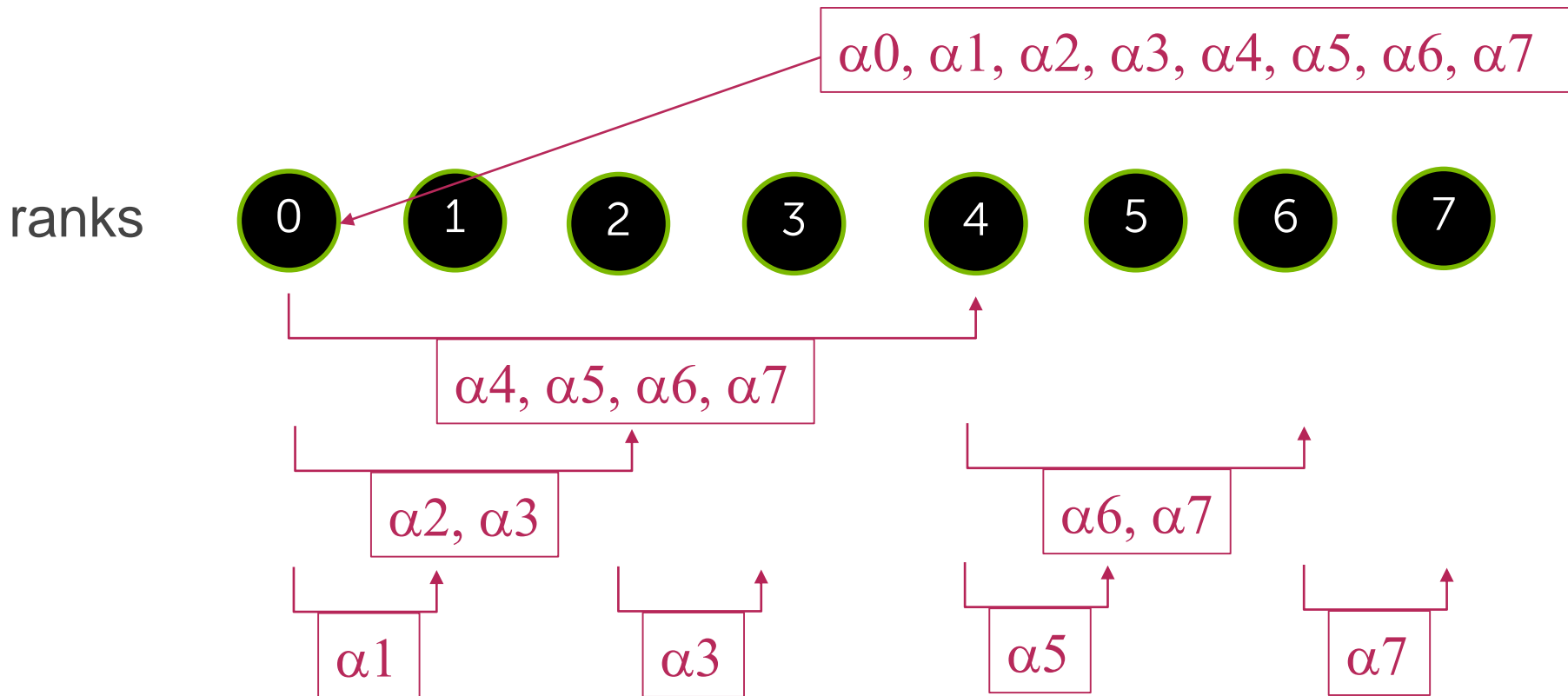
Data movement	Latency	Equals to..
L1 cache reference	0.4 ns	One heartbeat
L2 cache reference	5 ns	Long Yawn
L3 cache reference	14 ns	Getting out of bed
Main memory reference	71 ns	Brushing your teeth
MPI ping pong latency	1 us	A run to the grocery store
MPI Allreduce latency (1 kB message)	30 us	FedEx delivery somewhere today
SSD random read	150 us	Weekend
Read 1 MB sequentially from memory	250 us	Holiday weekend
Round trip within data center	0.5 ms	Vacation
Read 1 MB sequentially from SSD	1 ms	Two weeks
Disk seek	10 ms	University semester
Read 1 MB sequentially from disk	20 ms	One year
Send Packet CA->Netherlands->CA	150 ms	Getting a Bachelor's Degree

# Collective MPI function latency



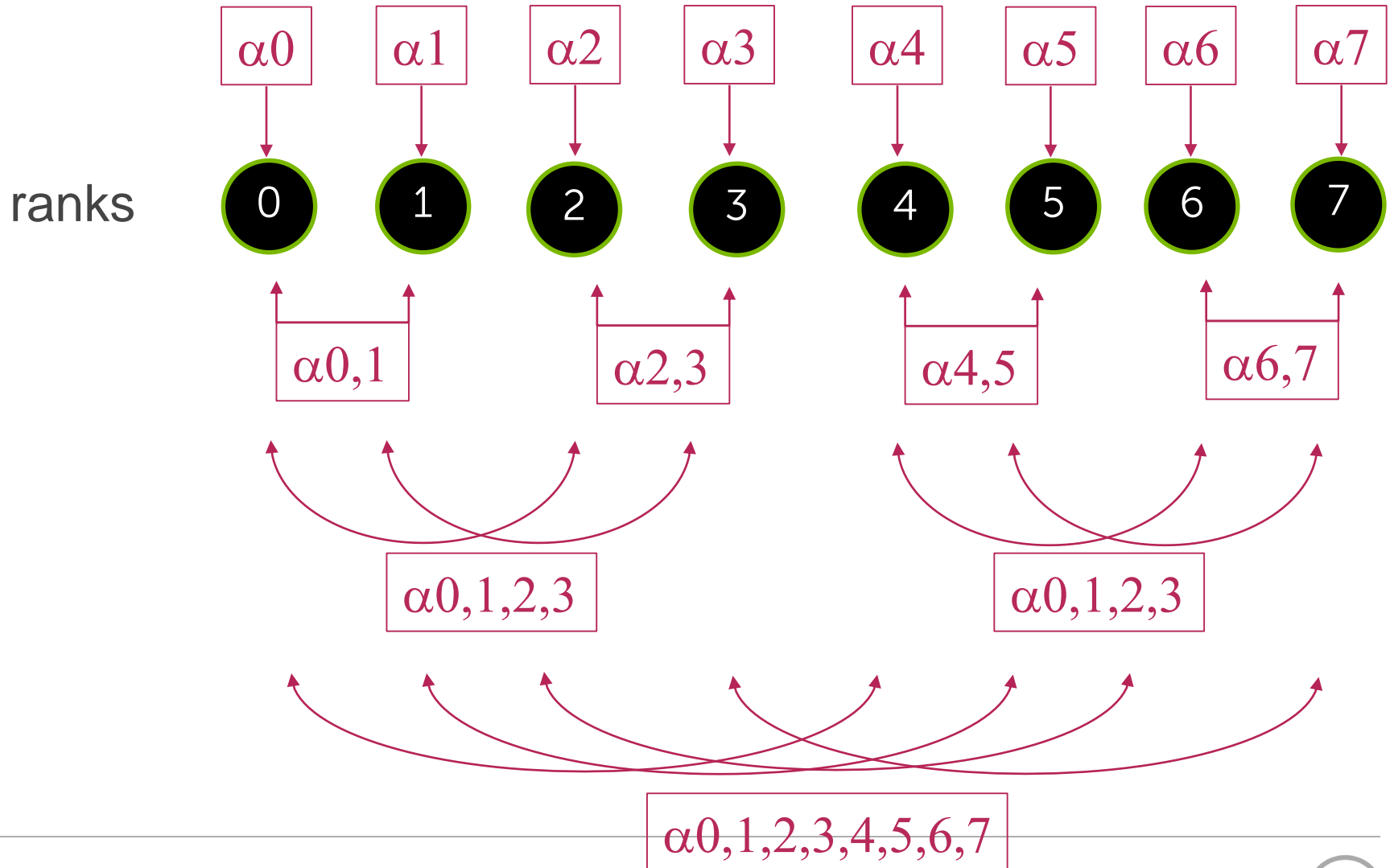
# Common network algorithm #1

## MPI\_Bcast in MPICH – binomial tree

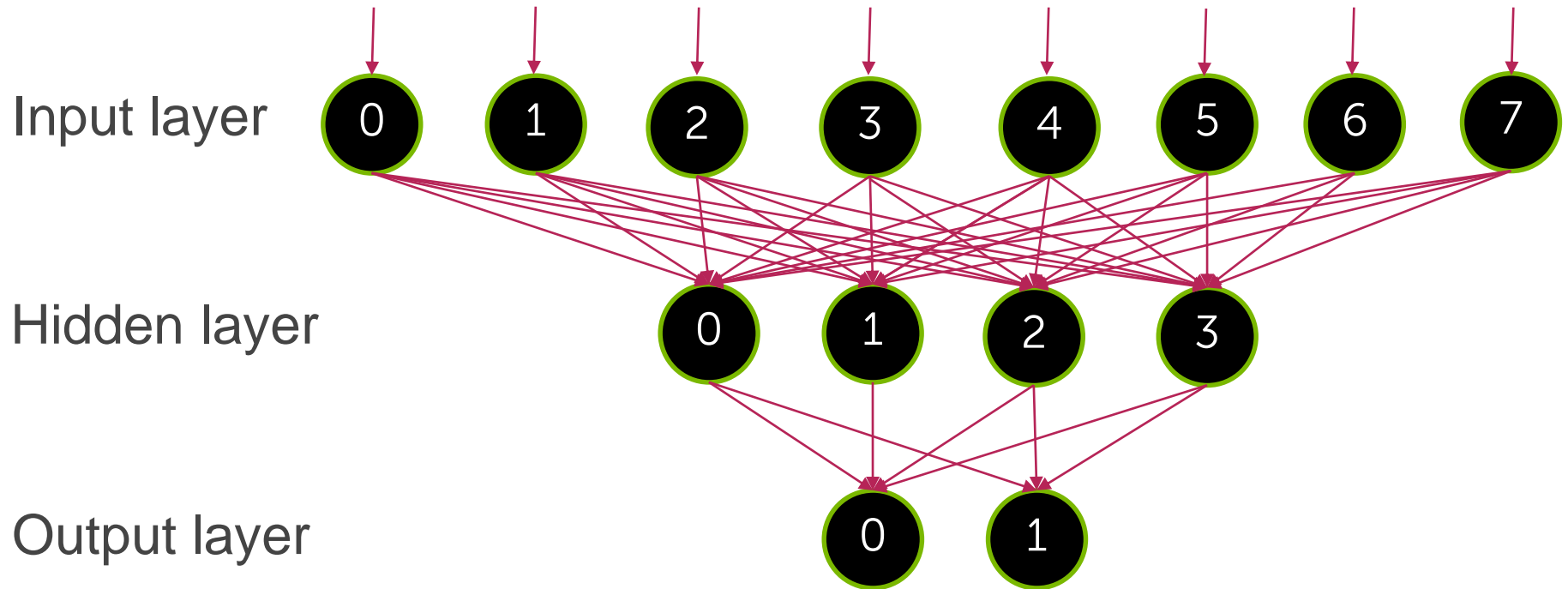




# Network algorithm #2: recursive doubling



# Now compare this with a neural network



# Data analytics is leveraging HPC architectures

- Data storage keeps growing, but content is becoming sparser
- There is a memory bottleneck to get data to the CPU
- The trend is to replace monolithic systems with small nodes that scale out
- A lot of compute cycles are wasted in communication patterns/algorithms
- Make use of intelligent switching fabrics– **software defined**
- Nowadays the data is closer to the network than the CPU
  - Bring the network closer to the data or the processor closer to the network





The power to do more

